

--26. The method as defined in claim 25, wherein at least one item of the synchronization data is included within a range of data that is capable of being accessed simultaneously.--

--27. The method as defined in claim 25, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.--

--28. The method as defined in claim 26, wherein the synchronization data comprises data indicating at least one of elapsed time since reproduction start during normal reproduction and elapsed time from a predetermined position.--

--29. The method as defined in claim 25, wherein the given processing comprises image generation processing on a game image to be displayed on the display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--30. The method as defined in claim 28, wherein the given processing comprises image generation processing on a game image to be displayed on the display section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--31. The method as defined in claim 25, wherein the given processing comprises processing for output to the controller for inputting an operation by a player, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--32. The method as defined in claim 28, wherein the given processing comprises processing for output to the controller for inputting an operation by a player, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--33. The method as defined in claim 25, wherein the given processing comprises processing for output to at least one of the player platform on which a player rides and a seat on which a player sits and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--34. The method as defined in claim 28, wherein the given processing comprises processing for output to at least one of the player platform on which a player rides and a seat on which a player sits and the seat, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--35. The method as defined in claim 25, wherein the given processing comprises processing for output an optical signal to the optical signal output section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk.--

--36. The method as defined in claim 28, wherein the given processing comprises processing for output an optical signal to the optical signal output section, in synchronization with at least one of a sound and an image reproduced by the reproduction means, based on synchronization data of the optical disk --

REMARKS

Claims 1-36 are pending. By this amendment, claims 25-36 have been added, which parallel claims 1-12. No new matter is involved.

This Restriction Requirement is actually a holding of lack of unity of invention and is governed by, among other Rules of Practice, 37 CFR §1.499.

37 C.F.R. §1. 499, which is discussed and explained in detail in MPEP §1893.03(d), points out that when making a lack of unity requirement, the Office Action must (1) list the different groups of claims and (2) explain why each group lacks unity with each other group